

WHAT IS CLAIMED IS:

1. A gaming apparatus, comprising:
a display unit capable of displaying three-dimensional images, said
display unit comprising a display screen having a plurality of display pixels
5 and a lenticular screen coupled with said display screen;
a value input device;

a controller operatively coupled to said display unit and said value
input device, said controller comprising a processor and a memory operatively
coupled to said processor,

10 said controller being programmed to cause said display unit to
generate a game display relating to one of the following games: poker,
blackjack, slots, keno or bingo,

said controller being programmed to receive image data
relating to a combination of a plurality of perspective views of an
15 image, said plurality of perspective views being interlaced to form said
image when displayed simultaneously,

said controller being programmed to cause said display unit to
generate a three-dimensional display from said image data, said three-
dimensional display comprising a first perspective view of said image
20 when said image is viewed from a first angle and a second perspective
view of said image when said image is viewed from a second angle,
said first and second perspective views being displayed
simultaneously,

25 said controller being programmed to determine a value payout
associated with an outcome of said game.

2. A gaming apparatus as defined in claim 1 wherein said display unit
comprises a video display unit that is capable of generating three-dimensional video
images from said image data.

3. A gaming apparatus as defined in claim 2,
30 wherein said controller is programmed to cause a video image comprising an
image of at least five playing cards to be displayed if said game comprises video
poker,

wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if said game comprises video slots,

5 wherein said controller is programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if said game comprises video blackjack,

wherein said controller is programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if said game comprises video keno,

10 wherein said controller is programmed to cause a video image comprising an image of a bingo grid to be displayed if said game comprises video bingo.

4. A gaming apparatus as defined in claim 1 wherein said display unit additionally comprises at least one mechanical slot machine reel.

5. A gaming apparatus as defined in claim 1 wherein said display unit
15 comprises a flat panel display unit.

6. A gaming apparatus as defined in claim 1 wherein said lenticular screen is aligned in juxtaposition with said display screen.

7. A gaming apparatus as defined in claim 1, wherein said controller is
20 programmed to cause said display unit to generate said game display as said three-dimensional display from said image data.

8. A gaming apparatus as defined in claim 1, wherein said controller is programmed to receive image data relating to a combination of nine perspective views of said image, said nine perspective views being interlaced to form said image when displayed simultaneously.

25 9. A gaming apparatus as defined in claim 1, wherein said lenticular screen comprises a first side comprising a plurality of lenticles and a second side comprising a substantially smooth surface.

10. A gaming apparatus as defined in claim 9, wherein said second side comprises an anti-reflective surface.

11. A gaming apparatus as defined in claim 9, wherein each of said display pixels comprise a plurality of sub-pixels arranged in a plurality of columns and wherein each of said lenticules are aligned with one of said columns.

5 12. A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

13. A gaming system as defined in claim 12, wherein said gaming apparatuses are interconnected via the Internet.

10 14. A gaming apparatus, comprising:
a display unit capable of displaying three-dimensional images, said display unit comprising a display screen having a plurality of display pixels and a lenticular screen coupled with said display screen;

a value input device;
15 a controller operatively coupled to said display unit and said value input device, said controller comprising a processor and a memory operatively coupled to said processor,

said controller being programmed to receive data representing a
payline selection made by a player,

20 said controller being programmed to cause a game display to be generated by said display unit, said game display comprising images of a plurality of slot machine symbols each of which is associated with a respective slot machine reel,

25 said controller being programmed to receive image data relating to a combination of a plurality of perspective views of an image, said plurality of perspective views being interlaced to form said image when displayed simultaneously,

30 said controller being programmed to cause said display unit to generate a three-dimensional display from said image data, said three-dimensional display comprising a first perspective view of said image when said image is viewed from a first angle and a second perspective view of said image when said image is viewed from a second angle,

said first and second perspective views being displayed simultaneously,

said controller being programmed to determine a value payout associated with an outcome of said slots game, said controller being
5 programmed to determine said outcome of said slots game based on a configuration of said slot machine symbols.

15 15. A gaming apparatus as defined in claim 14 wherein said display unit comprises a video display unit that is capable of generating three-dimensional video images.

10 16. A gaming apparatus as defined in claim 15, wherein said controller is programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed on said display unit.

17. A gaming apparatus as defined in claim 14 wherein said display unit additionally comprises at least one mechanical slot machine reel.

15 18. A gaming apparatus as defined in claim 14 wherein said controller is programmed to receive payline data representing a number of paylines selected by the player.

19. A gaming apparatus as defined in claim 14 wherein said display unit comprises a flat panel display unit.

20 20. A gaming apparatus as defined in claim 14 wherein said lenticular screen is aligned in juxtaposition with said display screen.

21. A gaming apparatus as defined in claim 14, wherein said controller is programmed to cause said display unit to generate said game display as said three-dimensional display from said image data.

25 22. A gaming apparatus as defined in claim 14, wherein said controller is programmed to receive image data relating to a combination of nine perspective views of said image, said nine perspective views being interlaced to form said image when displayed simultaneously.

23. A gaming apparatus as defined in claim 14, wherein said lenticular screen comprises a first side comprising a plurality of lenticules and a second side comprising a substantially smooth surface.

5 24. A gaming apparatus as defined in claim 23, wherein said second side comprises an anti-reflective surface.

25. A gaming apparatus as defined in claim 23, wherein each of said display pixels comprise a plurality of sub-pixels arranged in a plurality of columns and wherein each of said lenticules are aligned with one of said columns.

10 26. A gaming system comprising a plurality of gaming apparatuses as defined in claim 14, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

27. A gaming method, comprising:

causing a game display of one of the following games to be generated:
poker, blackjack, slots, keno or bingo,

15 receiving image data relating to a combination of a plurality of perspective views of an image, said plurality of perspective views being interlaced to form said image when displayed simultaneously,

causing a three-dimensional display to be generated from said image data, said three-dimensional display comprising a first perspective view of
20 said image when said image is viewed from a first angle and a second perspective view of said image when said image is viewed from a second angle, said first and second perspective views being displayed simultaneously, and

25 determining a value payout associated with an outcome of said game represented by said video image.

28. A gaming method as defined in claim 27, additionally comprising:

causing said game display to be generated as said three-dimensional display from said image data.

29. A gaming method as defined in claim 27, additionally comprising:

receiving image data relating to a combination of nine perspective views of said image, said nine perspective views being interlaced to form said image when displayed simultaneously.

30. A memory having a computer program stored therein, said computer
5 program being capable of being used in connection with a gaming apparatus, said memory comprising:

a memory portion physically configured in accordance with computer
program instructions that would cause the gaming apparatus to generate a
game display representing one of the following games: poker, blackjack,
10 slots, keno or bingo,

a memory portion physically configured in accordance with computer
program instructions that would cause the gaming apparatus to receive image
data relating to a combination of a plurality of perspective views of an image,
said plurality of perspective views being interlaced to form said image when
15 displayed simultaneously,

a memory portion physically configured in accordance with computer
program instructions that would cause the gaming apparatus to generate a
three-dimensional display from said image data, said three-dimensional
display comprising a first perspective view of said image when said image is
20 viewed from a first angle and a second perspective view of said image when
said image is viewed from a second angle, said first and second perspective
views being displayed simultaneously,

a memory portion physically configured in accordance with computer
program instructions that would cause the gaming apparatus to determine a
25 value payout associated with an outcome of said one game.

31. A memory as defined in claim 30 wherein said memory additionally
comprises a memory portion physically configured in accordance with computer
program instructions that would cause the gaming apparatus to generate said game
display as said three-dimensional display from said image data.

32. A memory as defined in claim 30 wherein said memory additionally
comprises a memory portion physically configured in accordance with computer
program instructions that would cause the gaming apparatus to receive image data

relating to combination of nine perspective views of said image, said plurality of perspective views being interlaced to form said image when displayed simultaneously.